

# Requiescent Ratcatcher



*You were always strangely compelling to those around you, whistling morose tunes to yourself and feeling like these were not your people. Then the rats found you, and you whistle morose tunes to them, and folk happily pay you money to take your people off their hands. **Begins with 1d6x10s and d4 Omens.***

**HP: Toughness+1d6**

**Abilities** – Compelling to animals and men, roll **3d6+2 for Presence**. Skill trumps brawn in your trade, roll **3d6-2 for Strength**. You have **ingratiating charm**. On a successful DR 12 Presence test a creature will follow your commands for 1d4 hours, however, if you fail, they hate you. On a Fumble they immediately try to kill you, but on a Crit the charm is permanent. Monstrous creatures are unaffected by your incessant keening. Roll **d4 on the Weapons table and d2 on the armor table**. Roll for 1 power below.

**d6 How did the rats finds you?**

1. Abandoned in the sewers.
2. Left for dead.
3. The hunter became the hunted.
4. Eating the same trash.
5. You were thrown in the rat pit for your crimes.
6. As a caretaker in the Temple of Rats.

## Powers (d6)

**1. Staff of Arimanius** - Attracts d6 rats in the dead of night. These rats will obey commands from the bearer of the staff, the symbol of the Rat King. In combat, the rat swarm is treated as a single creature with HP 6 Morale 7 Roiling Swarm -d4, Relentless Nibbling d4 damage.

**2. Child Psychopomp** - When a child dies, their souls are reincarnated as sacred black rats. You guide 1d6 of these black rats at a time and they require a day's food and drink to themselves. Each day, the rats leave 1d4 blessed morsels that if consumed within 24 hours cure 1d4 HP and cure infection. If a rat is killed (1 HP), then you suffer an Arcane Catastrophe.

**3. Street Rats** - You attract 1d4 streets urchins, or some say that you steal the children. They act as followers, roll on the **Who are the Street Rats?** table to find out who they are. They depend on you for sustenance.

**4. Vindictive Geas** - If a creature breaks a promise that they've made to you, then you acquire an object that they value.

**5. Danse Macabre** - The player of the Danse Macabre compels a Morale check (Presence DR 12 for PCs), all creatures who fail are driven into a mad dance losing 1 HP per turn if the player continues to play and are unable to perform any other action. This dark dance will follow the player in a procession.

**6. Black Death** - You have 1d4 Black Death Rats the size of small dogs and well-constructed cages that contain them. HP 4 Morale 7 No armor, Diseased Bite d6 damage and 1-6 chance of infection. If a Black Death Rat fails its Morale check, then it attacks the nearest PC.

**You may eat rats for food, but risk becoming infected (1-6 chance).**

# Who are the Street Rats?

**HP 3 Morale 7 No Armor Will Not Fight**

*These children live in the streets. They are orphans, throw-away children, runaways, and worse. The street unites them against the world that ignores them. You don't ignore them, so they follow you.*

## **Trait (d6)**

1. Cowardly Bully
2. Naive Scavenger
3. Selfish Follower
4. Recklessly Loyal
5. Independently Curious
6. Artistic Braggart

## **Specialty (d6)**

1. Picking Pockets
2. Crocodile Tears
3. Senses Danger
4. Climbing Anything
5. Bruiser (Will fight)
6. Slippery, Quick Runner

## **Values (d6)**

1. Food
2. Stories
3. Praise
4. Presents
5. Strength
6. Watching Fights



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**Street Rat Names:** Olive, Fagin, Nancy, Rose, Monks, Sikes, Jack, Dawkins, Bates, Noah, Crackit, Bet, Tom, Elene, Jarl, Rat, Kote, Din, Duo, Sparrow, Weasel, Auri, Vin, Julian, Red, Maedre, Pike, Seth